

CLAIMS

What is claimed is:

- 1 1. A method for programmable processing in a computer graphics pipeline,
2 comprising:
3 (a) receiving data from a source buffer;
4 (b) performing programmable operations on the data in order to generate output,
5 wherein the operations are programmable by a user utilizing instructions
6 from a predetermined instruction set;
7 (c) storing the output in a register; and
8 (d) wherein the output stored in the register is used in performing the
9 programmable operations on the data.
- 1 2. The method as recited in claim 1, wherein only one vertex is processed at a
2 time.
- 1 3. The method as recited in claim 1, wherein operations (a)-(d) are processed
2 for multiple vertexes in parallel.
- 1 4. The method as recited in claim 1, wherein the data includes a constant.
- 1 5. The method as recited in claim 4, wherein the constant is stored in a constant
2 source buffer.
- 1 6. The method as recited in claim 5, wherein the constant is accessed in the
2 constant source buffer using an absolute or relative address.
- 1 7. The method as recited in claim 1, wherein the data includes vertex data.

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- 1 8. The method as recited in claim 1, wherein the register has single write and
2 triple read access.
- 1 9. The method as recited in claim 1, and further comprising storing the output
2 in a destination buffer.
- 1 10. The method as recited in claim 9, wherein the output is stored in the
2 destination buffer under a predetermined reserved address.
- 1 11. The method as recited in claim 1, and further comprising negating the data.
- 1 12. The method as recited in claim 1, and further comprising swizzling the data.
- 1 13. A computer program embodied on a computer readable medium for
2 programmable processing in a computer graphics pipeline, comprising:
3 (a) a code segment for receiving data from a source buffer;
4 (b) a code segment for performing programmable operations on the data in order
5 to generate output, wherein the operations are programmable by a user
6 utilizing instructions from a predetermined instruction set;
7 (c) a code segment for storing the output in a register; and
8 (d) wherein the output stored in the register is used in performing the
9 programmable operations on the data.
- 1 14. The computer program as recited in claim 13, wherein only one vertex is
2 processed at a time.
- 1 15. The computer program as recited in claim 13, wherein the code segments are
2 executed for multiple vertexes in parallel.
- 1 16. The computer program as recited in claim 13, wherein the data includes a
2 constant.

1 17. The computer program as recited in claim 16, wherein the constant is stored
2 in a constant source buffer.

1 18. The computer program as recited in claim 17, wherein the constant is
2 accessed in the constant source buffer using an absolute or relative address.

1 19. The computer program as recited in claim 13, wherein the data includes
2 vertex data.

1 20. The computer program as recited in claim 13, wherein the register has single
2 write and triple read access.

1 21. The computer program as recited in claim 13, and further comprising a code
2 segment for storing the output in a destination buffer.

1 22. The computer program as recited in claim 21, wherein the output is stored in
2 the destination buffer under a predetermined reserved address.

1 23. The computer program as recited in claim 13, and further comprising a code
2 segment for negating the data.

1 24. The computer program as recited in claim 13, and further comprising a code
2 segment for swizzling the data.

1 25. A system for programmable vertex processing, comprising:
2 (a) a source buffer for storing data;
3 (b) a functional module coupled to the source buffer for performing
4 programmable operations on the data received therefrom in order to generate
5 output, wherein the operations are programmable by a user utilizing
6 instructions from a predetermined instruction set; and

- 7 (c) a register coupled to the functional module for storing the output such that
8 the output may be used by the functional module in performing the
9 programmable operations on the data.

- 1 26. A method for performing an operation on data in a computer graphics
2 pipeline, comprising:
3 (a) receiving a source location identifier indicating a source location of data to
4 be processed, wherein the source location includes a plurality of components;
5 (b) receiving a source component identifier indicating in which of the plurality
6 of components of the source location the data resides;
7 (c) retrieving the data based on the source location identifier and the source
8 component identifier;
9 (d) performing an operation on the retrieved data in order to generate output;
10 (e) identifying a destination location identifier indicating a destination location
11 of the output, wherein the destination location includes a plurality of
12 components;
13 (f) identifying a destination component identifier indicating in which of the
14 plurality of components of the destination location the output is to be stored;
15 and
16 (g) storing the output based on the destination location identifier and the
17 destination component identifier.

- 1 27. The computer program as recited in claim 26, wherein the operation is
2 selected from the group consisting of a no operation, address register load,
3 move, multiply, addition, multiply and addition, reciprocal, reciprocal square
4 root, three component dot product, four component dot product, distance
5 vector, minimum, maximum, set on less than, set on greater or equal than,
6 exponential base two (2), logarithm base two (2), and/or light coefficients.

- 1 28. A computer-readable medium containing a data structure for performing an
2 operation on data in a computer graphics pipeline, comprising:

- 3 (a) a source location identifier indicating a source location of data to be
4 processed, wherein the source location includes a plurality of components;
5 (b) a source component identifier indicating in which of the plurality of
6 components of the source location the data resides, wherein the data is
7 retrieved based on the source location identifier and the source component
8 identifier for performing an operation on the retrieved data in order to
9 generate output;
10 (c) a destination location identifier indicating a destination location of the
11 output, wherein the destination location includes a plurality of components;
12 and
13 (d) a destination component identifier indicating in which of the plurality of
14 components of the destination location the output is to be stored, wherein the
15 output is stored based on the destination location identifier and the
16 destination component identifier.

- 1 29. A method for programmable processing in a computer graphics pipeline,
2 comprising:
3 (a) receiving graphics data;
4 (b) determining whether the graphics pipeline is operating in a programmable
5 mode;
6 (c) performing programmable operations on the graphics data in order to
7 generate output if it is determined that the graphics pipeline is operating in
8 the programmable mode; and
9 (d) performing operations on the graphics data in order to generate output in
10 accordance with a standard graphics application program interface if it is
11 determined that the graphics pipeline is not operating in the programmable
12 mode.

- 1 30. The method as recited in claim 29, wherein the standard graphics application
2 program interface includes OpenGL®.

- 1 31. The method as recited in claim 29, wherein the graphics data includes data.
- 1 32. A computer program embodied on a computer readable medium for
2 programmable processing in a computer graphics pipeline, comprising:
3 (a) a code segment for receiving graphics data;
4 (b) a code segment for determining whether the graphics pipeline is operating in
5 a programmable mode;
6 (c) a code segment for performing programmable operations on the graphics data
7 in order to generate output if it is determined that the graphics pipeline is
8 operating in the programmable mode; and
9 (d) a code segment for performing operations on the graphics data in order to
10 generate output in accordance with a standard graphics application program
11 interface if it is determined that the graphics pipeline is not operating in the
12 programmable mode.

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